PROFILE



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INTEREST

<u>Literature</u>: H.P. Lovecraft, Rick Riordan, Stephen King, ... <u>Video Games</u>: Cooperative

Games, Simulation Games, Rhythm

<u>History</u>: Myths and Legends,

Medieval Period, ...

<u>Cinema</u>: Star Wars, Dunes, Visitor Q,

Cool World, ...

COMPUTER SKILL





PORTFOLIO

teo-diaz-portfolio.com

TEO DIAZ

LEVEL DESIGNER GAMEPLAY PROGRAMMER

EDUCATION

BACHELOR OF GAME DESIGN & PROGRAMMING ISART DIGITAL, PARIS – 2018/2022 GAMEPLAY PROGRAMMING, GAME DESIGN THEORIES, LEVEL DESIGN, RATIONAL GD & LD, ENGLISH, JUICINESS, UX/UI, GAME PROJECTS...

BACCALAUREATE IN TECHNOLOGIE AND SUSTAINABLE DEVELOPMENT, LYCEE LAFAYETTE, CHAMPAGNE SUR SEINE, FRANCE – 2018

BAFA – SWIMMING SUPERVISOR, LYCEE LAFAYETTE, CHAMPAGNE SUR SEINE, FRANCE - 2017

EXPERIENCE

SUMMER CAMP ANIMATOR

F.O.L. Ardèche, Toulon/Meyras, France-2018/2019

SCHOOL TRIP ANIMATOR

F.O.L. Ardèche, Toulon, France-05/2019 - 06/2019

WINTER CAMP ANIMATOR

Company Committee BNP-02/2018

SKILLS

- **Teamwork**: communication, share ideas and adaptation
- Deep notions of ActionScript 3 language
- Notions of C# and JavaScript language
- Design Patterns based on variations on Ingredient parameters
- Rational Game Design: Identify Core Mechanics of gameplay and break a mechanic down to its Atomic Parameters based on Skills and Inputs
- Deep notions of File sharing: TortoiseSVN (Notion on GitHub)
- Deep Notion in Adobe XD (UI/UX)